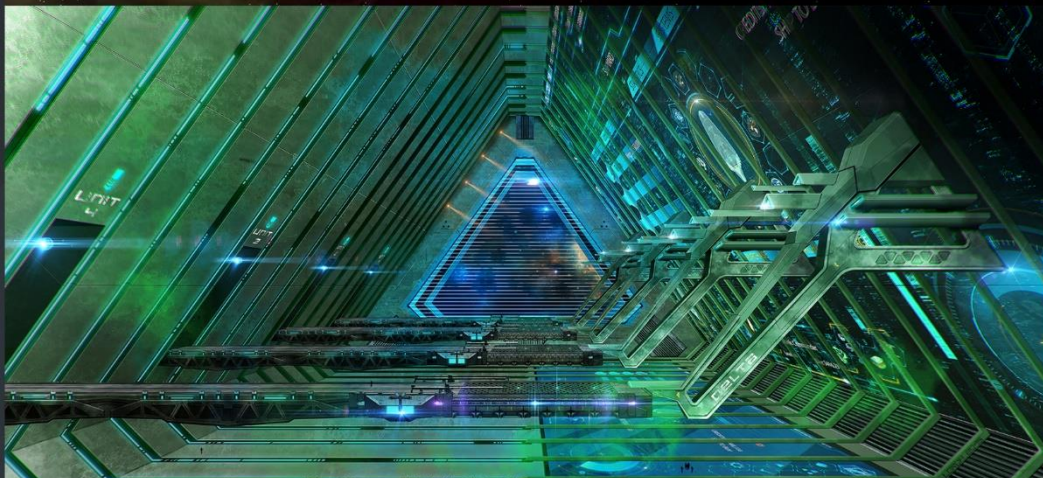


STARPOINT GEMINI WARLORDS

QUICK START GUIDE

work in progress



STARPOINT GEMINI WARLORDS – QUICK START GUIDE

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WORK IN PROGRESS

Starpoint Gemini: Warlords is a work-in-progress product. In turn, this Quick Guide is also a work-in-progress. We'll be updating this guide as new features are added to the game or as some features are changed. A full game Manual will replace this Quick Guide before the game launches into final release.

MAIN MENU



Once the game starts, you can see a pretty standard assortment of options. To start the game, click on the New Game button. A new panel appears on the screen that shows a list of available scenarios. For now, two scenarios are available, *Early Access*, which contains the prologue and tutorial to help you ease into the game, and *Early Access – Freeroam*, a scenario without the prologue or tutorial if you choose to skip the basics. Select either one and click Next. The game world will start loading.

MAIN VIEWPORT



This is the main viewport. A screen you'll be seeing a lot of while travelling through Gemini. The HUD automatically responds to the situation you're currently facing. For example, when combat begins, you'll notice more elements appear on the HUD, or when you receive damage, the Hull bar will appear etc. Let's start with the basics.

RADAR

The radar gives you an overview of your surroundings. As usual, red is bad, green is good. If you're surrounded by red blips, you might want to reconsider sticking around.

POWER DISTRIBUTION

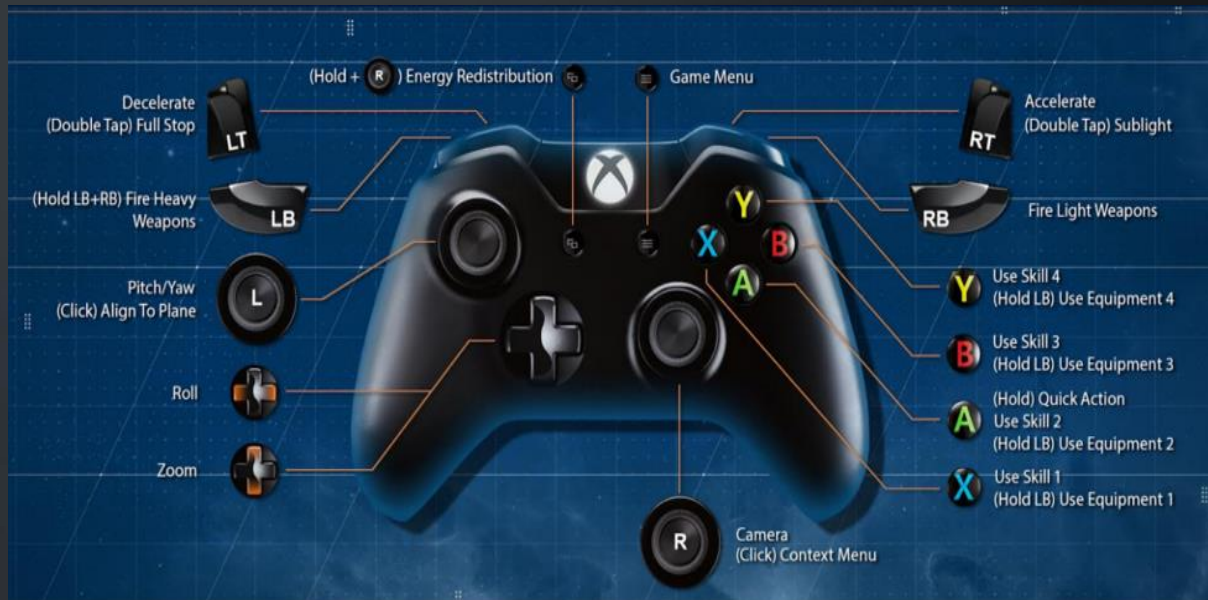
Try hovering the mouse over the Radar and you'll notice it will switch to display the Power distribution panel. You can adjust Power flow to for example prioritize weapons at the expense of propulsion or shields etc. If you're playing with a controller, you can redistribute power by pressing the *Select* (View button on an Xbox controller) and holding the left analogue stick in the direction of your choice.

SKILLS & EQUIPMENT

The right side of the main viewport shows 8 slots. Four are reserved for Skills and the other four for the Equipment quickbar. Simply left-clicking on a slot will activate (or deactivate if possible) the skill or equipment. Hovering the mouse over a slot will display the items tooltip, so you can have more info on it. When playing with a controller, you can activate your skills using the *Face buttons*,

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and your skills holding the *LB* and again pressing the *Face buttons*. Below is a picture of an Xbox controller with all the controls labeled. For the purposes of this quickguide, we will be using the layout of an Xbox controller as a guiding point, and the equivalent buttons on a different controller also apply.



MOVEMENT



Use the standard **WASD** keys (move the LEFT ANALOGUE STICK on a controller) to change the direction of the ship and **QE** (D-Pad left/right on a controller) to roll. If you ever get disoriented, use the *Align to plane* action (def.: P) (LEFT ANALOGUE STICK – CLICK on a controller).

The **mouse wheel** is used to adjust movement speed (RIGHT or LEFT TRIGGER on a controller) and if you want to travel extra fast, activate the *Sublight drive*. Sublight is accessible via the **context menu** (def.: MMB) (RIGHT ANALOGUE STICK – CLICK on a controller). Alternatively, you can use the shortcut (def.: B) (RIGHT TRIGGER – DOUBLE TAP on a controller). To quickly shut down Sublight, use the **mouse wheel** (LEFT TRIGGER – DOUBLE TAP on a controller) to slow down or click on the *Quick action* button (Press and hold A on a controller) that appears on the bottom center of the HUD.

MOUSE FLIGHT / CAMERA CONTROL

You have several camera modes available and you can **cycle through them** (def.: TAB). Some camera modes allow to **zoom in or out**. Use the **NUMPAD+** and **NUMPAD-** to do that.

Take notice that the paragraph below contains information on a feature that is disabled while using the controller.

Another key feature to mention here is the **Mouse flight/Cursor modes** (def.: SPACE). If Mouse flight is active, you can turn the ship around by moving the mouse. Or if you're currently in the turret camera mode, then the mouse will control turrets. This still makes it possible to move the ship using the keyboard,

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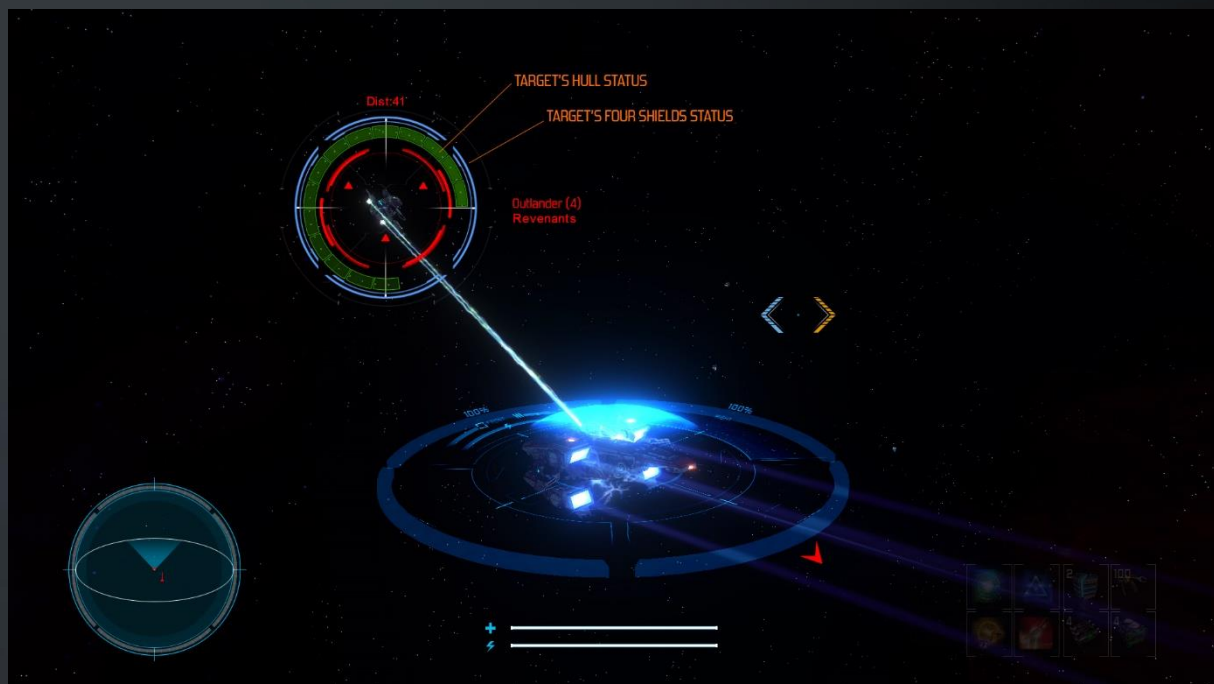
while targeting and wreaking havoc using the mouse. If you wish, you can turn on the 'Legacy Turret View' option in the General Options panel and while in Turret View, your mouse will still control the ship's direction.

CONTEXT MENU



The context menu is essential while playing Warlords. You can open it by pressing the Middle -mouse button. The options available to you depend on what object is currently targeted. If you're not sure what you can do with an object you find while exploring Gemini, open the context menu and check your options. Hovering over a button in the context menu will provide more info on the action itself. By default, the game isn't paused while the context menu is open, but you can change that in the options menu.

WHEN COMBAT STARTS



You need to know how to defend yourself when combat starts and it can start at any time, especially while in enemy territory. Having info on an enemy ship for example is the key. You have to know what you're up against. Left-click on a ship to target it (Lock target) (Hover your cursor over the target when using the controller). This will provide invaluable information about it and also enable you to use heavy weapons against the target.

You'll also notice that when you're in combat, a set of special indicators will appear around your ship. This is called the Tactical overlay and it provides a wealth of information about the status of your ship (individual shield strength, heavy weapon reload, light weapon energy etc.) Once combat is done, the tactical overlay will automatically stop showing.

To fire weapons, use the right-mouse button (RIGHT BUMPER on a controller). You can also hold the RMB (RB) for continual fire. You'll continue firing for as long as the weapon battery has energy. To fire heavy weapons, press the X key (default) (Hold the LEFT BUMPER and press the RIGHT BUMPER). Remember, you have to have an object targeted before you can fire heavy weapons.

And finally, we come to *Fire at Will*. If you're want to have your hands free, toggle this action and let your gunners do the firing against all available hostile targets. This does come at reduced accuracy though. If you want your gunners to focus on a specific target, then use the Mark action in the context menu of that target.

BOARDING A SHIP

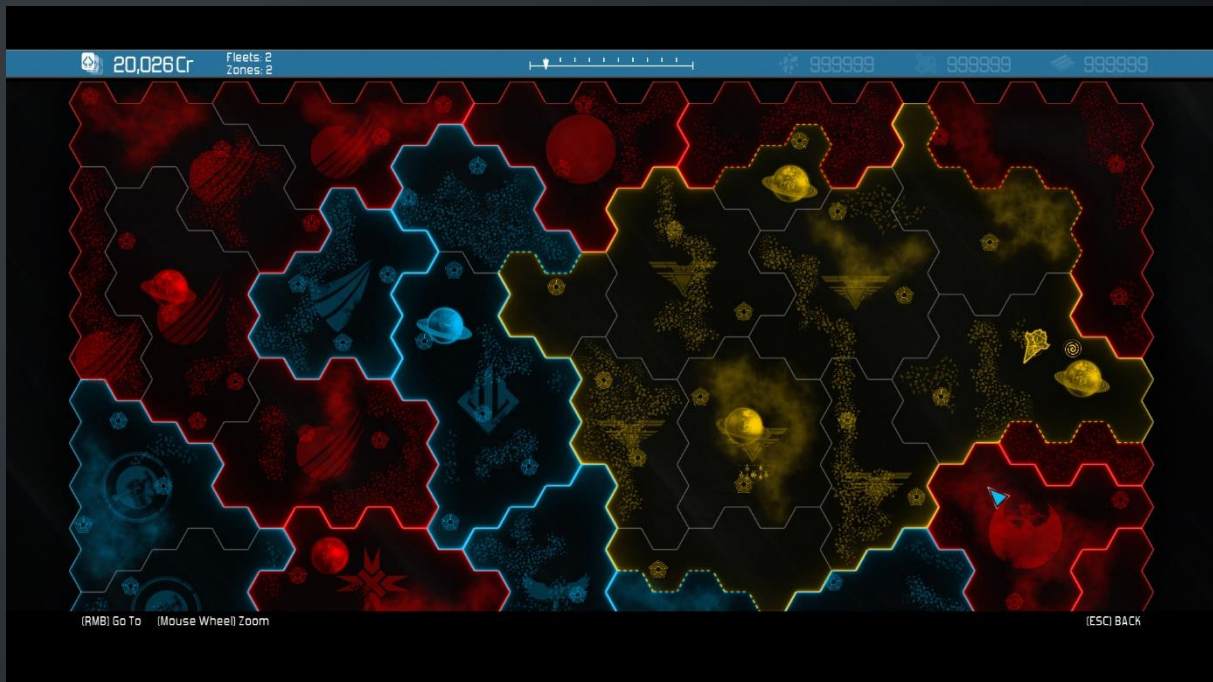
If in your travels you come across a ship which piques your interest, you may attempt to board it. To board a ship, use the *Deploy Troops* action in the Context Menu, which will open up the boarding interface at the location of your Radar.



At any time, you may attempt to *Pillage* the current room using the middle of the three available actions, you may *Advance* to the next room using the action on the far right and you may *Retreat* your troops using the action on the far left. When you get to the final room, the Command Bridge, you may attempt to capture the ship. Based on your troops' endurance, your perks and boarding proficiency as well as the target ship's size and resilience, there is a certain chance of success or failure.

Upon a successful capture, you have a number of actions from which you can choose the one best suited for you: you can send the ship to be stored in your Garage after conducting repairs, you can send it to serve in your fleet, ship it off for research, or sell it for cold hard Credits or strip it and gain Materials.

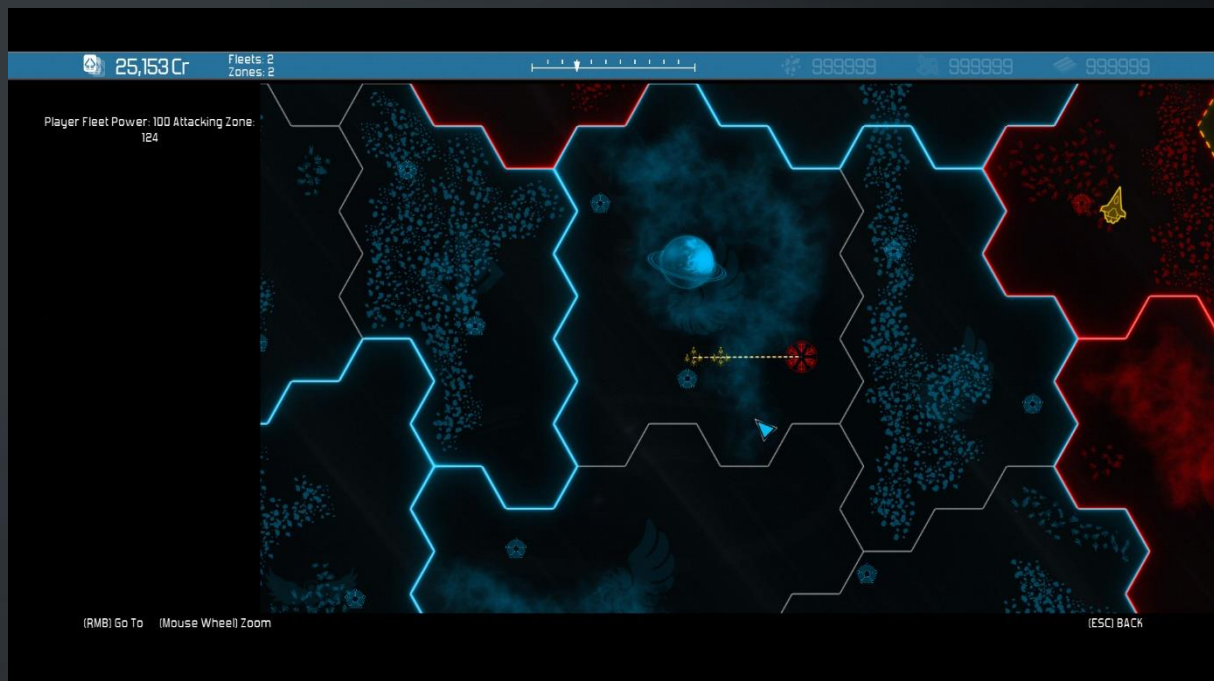
NAVIGATING AROUND GEMINI



Navigating around Gemini could be tricky if you didn't have a map of some kind. This is where the Starchart comes in. Press Esc (MENU button on the controller) and then the Starchart button to access it. Alternatively, use the shortcut (def.: M) (**no single shortcut for the Starchart exists when using the controller**).

Starchart controls are pretty straightforward. Click and hold the LMB and move the mouse to pan the Starchart (LEFT ANALOGUE STICK on a controller). Mouse wheel is used to zoom in and out (Up/down RIGHT ANALOGUE STICK). Left clicking (A button on a controller) on an object marker will reveal the object's info panel, while right-clicking (RIGHT TRIGGER on a controller) places a waypoint on the desired location and starts the auto-pilot on its way to the waypoint.

FLEET CONTROL



Your war fleets are also easily controlled. Left-click (A button on a controller) on one of your fleets to select them and right-click (RIGHT TRIGGER) to give them the order to move. The destination is the location of your cursor when you have right-clicked or pressed RT on a controller. Their orders are also contextual. If your fleet's destination is inside friendly, enemy or neutral territory, the fleet will move to that location, battling any enemy fleets it encounters on the way. If the destination is a hostile Forward Outpost/Guardpost/Garrison or a station, when the fleet has arrived, it will attack the enemy fleet guarding it and conquer the territory if victorious. Whoever controls the zone controller, controls the zone.

If the destination is a neutral or friendly Forward Outpost/Guardpost/Garrison or a station, you will be prompted to determine if you wish to declare war on the faction, which will reduce your reputation with the faction in question, along with reducing your reputation with the faction's allies and improving your reputation with the faction's enemies.

The whole of fleet mechanics is a work-in-progress, specifically implemented to get feedback from players, so please do feel free to comment.

HOW TO CONQUER A TERRITORY

The manner is quite simple actually. Send a fleet to the location of a hostile zone controller and let them battle it out, or join your fleet at the location and aid in the conquest. You'll face a number of enemy ships if the enemy fleet has arrived, and the zone controller. If your target is a Forward Post/Guardpost/Garrison, you have a single objective at this stage:

- Destroy all enemy ships guarding the area

If your target is a station, you have a couple of objectives at this stage:

- Destroy all enemy ships guarding the area
- Destroy the platforms guarded by the shields surrounding the station

And if you wish to conquer a planet, the procedure is somewhat trickier:

- To even attempt to conquer a planet, you must first build the Proxima cannon
- Engage the planet's defenses, destroy all enemy ships guarding the area
- Destroy all Platforms and Anomaly Generators
- Close the anomaly and summon the Proxima
- Successfully defend the Proxima while it charges and once it does-

That's it! The zone is yours! Once all zones of a region are conquered, yep you guessed it... the region is yours. Go forth and spread your reign of fire! But beware, enemy fleets may still try to take over the zones, so be sure to guard them.

To explain a bit more: this conquest mechanics is **very** simplified at the moment. It is intentionally so, because we want to get feedback from **you**, the player. Conquering territory is a key component in Warlords and it has to be perfect. There is no better way to get it there than to discuss it with the people who will actually play it. Before we go into all the nitty little details of conquest, we want to make sure we're going in the right direction, so **feedback is more than welcome!**

HOW TO CONSTRUCT STRUCTURES

Constructing structures is very straightforward. All already-built structures, damaged structures as well as construction sites waiting for structures to be built on them are marked on the Starchart. A construction POI (site) is marked with its appropriate structure icon, only colored in grey. A construction site doesn't belong to anyone, so it makes sense that it isn't alignment-colored. When you discover a construction POI, it will be marked on the Starchart, much like any other completed structure.

To actually begin the construction, you need resources (Ore, Gas, Materials). Your HQ (Concordia) provides some resource income, but if you really want to step it up, you'll need to expand your influence (territory) and construct resource buildings (Mining operation for ore, Gas collector for gas, Reclaimer for materials). Once you have enough resources, click on the grey structure icon on the Starchart (A on the controller) and then click the "CONSTRUCT" button (Y on the controller). Then you simply wait for the construction to finish and voila; you have a new structure. The same principle is used when upgrading structures with tiers of construction that have already been built. Select a structure and left-click the Upgrade button (Y button on the controller).

Don't be surprised that the number of available (empty) construction sites is fairly small. For now, you can only construct resource structures and a couple of other structures, but this feature will be expanded to include more diverse buildings that provide all sorts of bonuses. And add to *that* that a large portion of Gemini is already fairly urbanized. Constructing buildings will be of great importance for rebuilding destroyed structures too.

HOW TO DOCK



Flying through Gemini is nice and all, but from time to time, you'll want to take a break, do some work on your ship, some upgrades and then move on. For this, you'll have to dock on a station or land on a planet. Doing this is easy. Simply fly close to a station or planet, and once the quick action button appears on the bottom center of the HUD, click on it (A button-HOLD on the controller) and voila!

MINING & SALVAGING



Mining and salvaging stuff from derelicts is a legit way to earn a profit, especially if you find a motherlode of some great ore. The basic way of doing both of these things is simple: shoot stuff. When asteroids explode, small chunks of ore are dropped. You can collect these into your cargo hold and sell for profit. The same applies to derelicts and junk parts floating around in junkyards. Shoot first, ask no questions and collect the loot. Do bear in mind however, that destroying things yields less loot than using specialized equipment. For mining use the Borehole torpedo. For derelicts use Scavenger drones. If extracting Gas Pockets, you may extract them through the Context Menu using the Extract action, or using the appropriate equipment for extra yield.

CONSTRUCTING NEW SHIPS

To construct new ships to use in your fleets of destruction, visit the Fleet Building screen which can be accessed through the in-game menu (ESC on the keyboard or MENU on the controller) or when selecting your HQ on the Starchart and clicking the Build Ships button (Y button on the controller). This screen consists of three parts:

- **Ship blueprints** - all ships available for you to build are located in this list
- **Under construction** - tells you which ship is currently being constructed
- **Construction queue** - the shipyard will simply continue pumping out ships for as long as it has them in queue

Each blueprint has resource and command point costs attached to it. Some ships require Supercapital Ship Capacity and as such are marked with a special icon next to their name. Further in-depth help regarding the shipbuilding panel can be found when clicking the icon above the SHIPBUILDING label in the FLEET BUILDING panel.

ASSEMBLING WAR FLEETS

War fleets consist of different types of ships, depending on which ships you've added. A fleet has to contain at least one ship, while the upper limit depends on Ship Power. Each ship comes with its Power parameter that represents the ship's overall "strength and usefulness" in a fleet. You can easily imagine that a carrier will feature higher Power than a gunship. Fleet Power is simply the combined Power level of all ships in the fleet.

Transferring ships between fleets is useful on its own, but what about using those shiny new ships you've constructed, just waiting in the HQ? Left-click (A button on the controller) on the desired fleet and then right-click (RIGHT TRIGGER) on the HQ. This will open the Fleet transfer panel where you can freely transfer ships from the HQ to the fleet and vice-versa. The same approach is applied to transferring ships between different fleets. Left-click (A) on fleet and then right-click (RIGHT TRIGGER) on the other fleet.

SENDING CIVILIAN FLEETS ON TASKS

The civilian fleets represent the logistics portion, the "support staff" and they should definitely NOT be dismissed. Without them, you're in for a tough ride. You can see the number of civilian fleets (available / maximum) on the top of the Starchart. Don't even think about starting a task without an available civilian fleet.

Occasionally, different Tasks will appear on the Starchart. As a general rule, Tasks are available for a limited amount of time before they "expire". Some Tasks don't follow that rule. To start a Task, simply select it on the Starchart and click the SEND FLEET button (Y button on the controller) if it's possible. Tasks can cost resources and a varying number of civilian fleets are required to handle a Task. It will also take some time for your fleet(s) to complete a Task, but you do gain different rewards for successful completion. Note the "successful completion" part. Tasks have different Success rates, so be careful. Failing a Task can mean you'll lose a Civilian fleet!

ENCOUNTERING A QUEST

The situation is quite simple actually. You're travelling through Gemini, minding your own business, when suddenly your officers notify you of something happening in the vicinity. Perhaps it's a distress call, or maybe a strange derelict is detected... It is up to you to decide whether you'll pursue this sensor signal or ignore it. There might be a reward in it for you, but it also might turn out to be a complete waste of time. Then again, it may be an ambush too.

New encounter quests are generated "on-the-fly" and they are marked on the Starchart. Don't expect to have a visible, flashing marker in the main viewport. Also, these quests have no real info available on the Starchart. All you can do is right-click (RIGHT TRIGGER) to set a waypoint and test your luck.

PLANET / STATION INTERFACE

SHIPYARD



When it's time to purchase a new ship, a better ship, visit the Shipyard. Not all ships are available everywhere, so it would be good to do a bit of exploring to find all the available ships. The Shipyard provides some standard means to compare your current ship to the one you're checking out. Use the tabs at the top of the panel to switch between comparing stats and ship system slots.

There are two ways you can purchase a ship. *Purchase to garage* buys the selected ship and stores it directly into your personal garage, while *Trade in* sells your current ship and transfers your command to the newly purchased ship. Weapons are transferred to the new ship as well and the selling price of the old ship is deducted from the price of the new one.

DRYDOCK

The Drydock series of panels deals with repairing, rearming, upgrading or, in general, *pimping* your ship.

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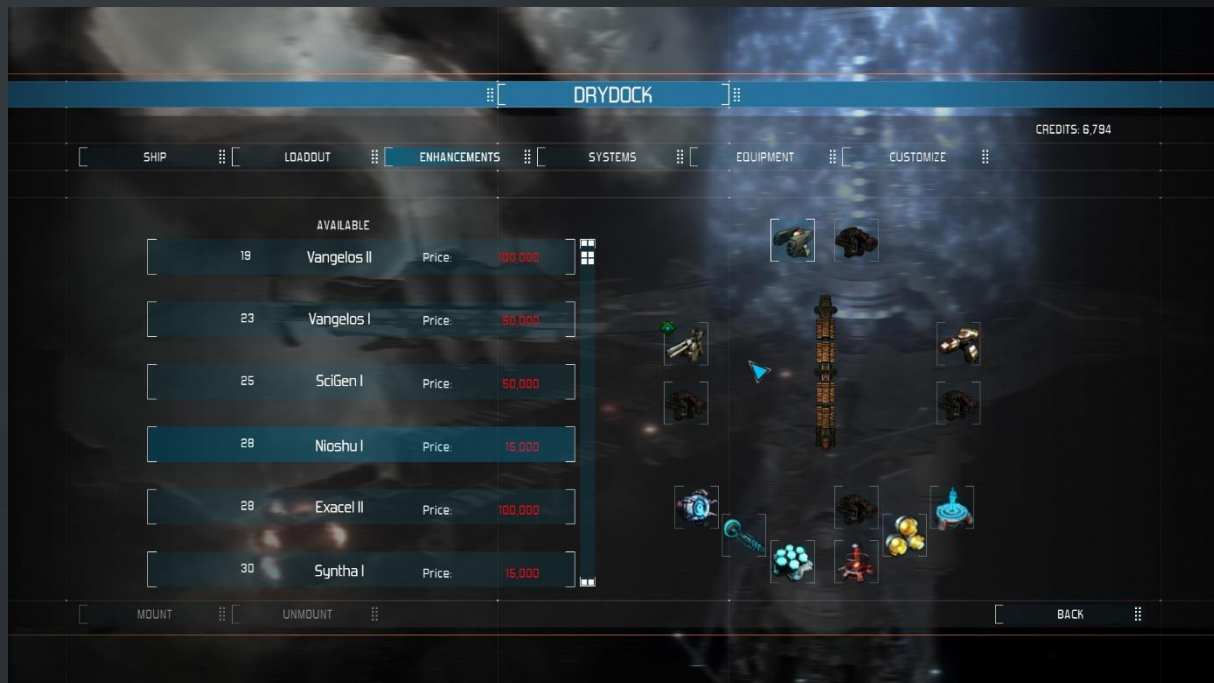
SHIP tab provides the overview of your ship, the stats. This is the place where you can repair and rearm your ship, for a price naturally.



LOADOUT tab offers ways to install new weapons and add turrets to your individual weapon batteries. Each ship can have up to four weapon batteries (front, rear, left and right), but the number of turrets each battery has can go way up. Each weapon battery has its own energy supply, so it's good shuffle between batteries in combat. Use the *Configure turrets* button to add or remove turrets.

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The *Your ship* and *Drydock* tabs offer a convenient way to search through the ship systems you have in your cargo hold and those available for purchase on the station or planet you're currently on. Installing from the *Drydock* tab means you're purchasing a weapon and immediately installing it on your ship.



ENHANCEMENTS tab is the place to go to purchase and install upgrades to your ship systems. The bonuses an enhancement can provide can vary greatly, so take some time to browse through the available wares.



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SYSTEMS tab is nothing spectacular. It just provides a means to purchase or sell ship systems *in bulk*. And also, if you want to buy a system and store it in your cargo hold, here you can do just that.

CUSTOMIZE tab will allow some customization and freshening up of your vessel of *ultimate destruction*. Through the panel, you can paint decals, various graphics, and rename your ship.

TRADER



If you want to do some trading, you'll be visiting this panel frequently. Browse the merchandise available for purchase, or sell what you have onboard, but take care... your cargo space is limited. Prices vary from station to station, and planet to planet as well. If you want to buy low and sell high, you can visit the *Known Prices* panel in the TRADER tab by clicking on the appropriate button (Y button on the controller).

JOBS BOARD



Up for some freelance mercenary work? Check the list of available jobs. Pick one, accept it and leave the station or planet to be on your merry way to earn a buck or two. You can only have one freelance mission active at any given time. If you want to take on another one, you have to either solve the current one or forfeit it. Freelance missions are randomly generated, so don't worry... you can never run out of them.

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RESEARCH



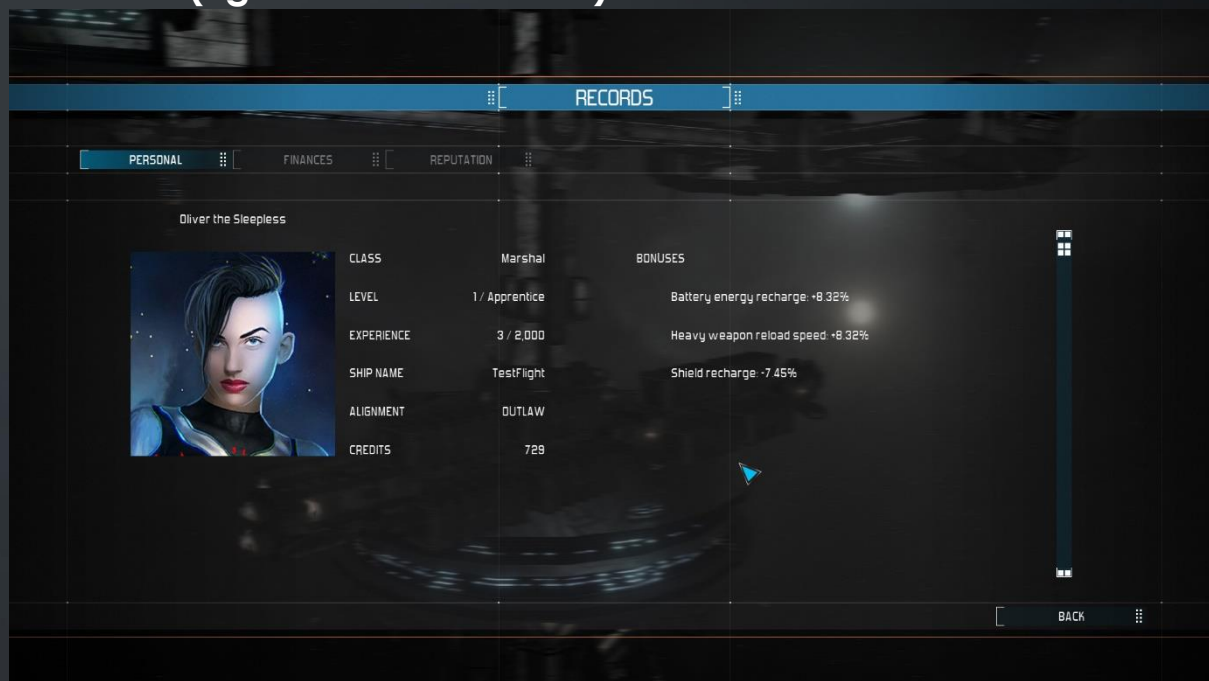
An important part of successfully managing your dominion over Gemini is Research. To gain access to Research, you first must build the Research Module in your HQ in the Construction panel. You can research new blueprints of stronger ships for your warfleets in the Chassis tab; the Refit tab allows you to research new weapons and enhancements; the Infrastructure tab enables the construction of new types of structures and the upgrade of existing ones; and the Civilian Fleets tab improves upon your civilian fleets and their abilities. Some of the Research in the Research panel is still under development which means it is currently unavailable, but will become available in time.

LEAVE

When you're done with a station or planet, click on this button (A button on the controller) to continue on your travels.

CAPTAIN INFO PANELS

RECORDS (right side of the menu)



The Records series of tabs provide info on you personally.

PERSONAL shows all known personal facts about you as the captain, your avatar, character class, experience, level, credits... Of notice is the list of all currently applied bonuses. Hover over a bonus to see *what* is providing the bonus.

FINANCES tab will provide an overview of your current financial status and projections, your expenses vs your income in the current in-game month. This panel is not yet implemented.

REPUTATION shows your current standing with each Gemini faction. As you encounter a not-yet-encountered faction, so shall the faction appear on your reputation list, with their standing towards you, and the list of their allies and enemies. You can filter the list by reputation or by alphabet, whichever one suits you the best at the time.

SHIP

The Ship series of panels offers various information on the status of your ship, the cargo you're carrying etc.

OVERVIEW, as its name implies, gives you an overview of the current status of your ship like the number of Troopers you currently have, Hull status, maximum attainable speed, resistances...

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SYSTEMS tab shows you all the ship systems you currently have that are NOT installed on your ship. Basically the part of the cargo hold where you keep your spare ship systems.

EQUIPMENT tab shows you a list of all the usable equipment you have on your ship. Additionally, this is the place to go when you want to place equipment into the equipment quickbar so you can use it in space.

ITEMS tab is reserved for various quest items, blueprints etc.

CARGO is your cargo manifest. All the commodities stored on your ship are listed here. If you need to jettison something out the airlock or destroy it to make place for more valuable loot, this is the place to go.

TROOPERS is a panel that lets you overview the general information pertaining to boarding and the state of your troopers which can board targeted ships through the *Board* action in the Context Menu.

SKILLS



Currently there is only one character class available in Warlords, but that will change. In the future, you will be able to choose from a number of classes, each with their own skills, advantages and disadvantages. There are three skills which you gain access to at the beginning of the game, as well as a final skill which you gain at 5th level which automatically upgrades every five levels and is noticeably stronger than the rest.

To gain more skill points, simply gain experience to increase your level, or if you encounter an alien artefact while flying through space, scan it, it will indubitably give additional insight and improve your skills. One skill point is gained on each level-up.

PERKS TAB

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As you do things in Gemini, like scan anomalies, solve missions or destroy ships, you gain experience. When you gain enough experience, you increase in level. And through level increase, you increase in Rank. A new Rank, besides the title itself, can unlock a number of things, most notably access to bigger and better ships. When you reach an even-numbered level, you gain a new Perk point. There are six categories of perks, Ships, which increase your skills with various ship classes; Weapons, which increase your light and heavy-weapon damage, cooldown and critical hits; Governing, which aids you on a global level; Personal, which aids you on a, well, personal level; Engineering, which boosts your technical prowess; and Warfare, which increases your combat prowess. Note that some of the perks are still being implemented and worked on, so some perks are still locked and will become available later.

PERSONAL LOG



The Personal log holds all info on ongoing or solved missions, be they main, side or freelance. On top of that, you can browse through all the active events taking place in Gemini under the General tab.

HEADQUARTERS - WELCOME TO CONCORDIA

The Concordia, your headquarters, resembles any other station, with a key difference (there will be more differences in the future, but for now there is only one): the *Construction* panel.

CONSTRUCTION PANEL



The Construction panel provides an overview of the status of your HQ, the Concordia. This is primarily focused on the level of construction, of the Hub as well as the individual modules. Naturally, as your HQ progresses, you'll be unlocking new things to do, new actions, increase the number of your fleets etc. All in all, a very useful panel to browse through frequently. Some modules unlock building of new structures, a Research module is necessary for conducting research, so build up your resources, build up your reputation, build up your HQ, and show them what Concordia is made of.

MODDING WARLORDS

Whether you're into creating mods or using them, this section is definitely of interest to you, but let's take it one step at a time.

USING MODS

Using mods created by someone else is straightforward, but before you can use them, you have to get them. How you get mods depends on your preferred method.

If you're using Steam Workshop, subscribe to a mod through the Workshop. Steam Client will proceed to download the mod into cache the next time the Game launcher starts. After the mod finished downloading, the launcher will copy the mod into the game local folder (more precisely the mod archive (.sgwma) will be copied into the Mods folder).

If you've obtained the mod on some other way, like a different modding repository or by USB stick from your friend, then simply copy the mod into the local Mods folder.

Open the *Game launcher* -> *Mods* window and set the newly downloaded mod to *active*. The launcher will then unpack the mod and make it ready for using.

The same *Launcher* -> *Mods* window is used to set mod priority. The mod with the lowest value (1.) is loaded the last. This means it will override any values it encounters that need overriding. To explain it better: the mod with the highest priority will be marked with 1.

CREATING MODS

This topic could be a 100-page dissertation on its own so we won't delve into any of the details. Suffice it to say that whether you want to add a new ship, change the model a station uses, create a quest or change the voice of the bridge officer, it can be done. Warlords is as open to modding as possible.

If you're interested in creating your own worlds, please refer to one of the (or all) following sites:

- Dev blog: www.lgmgames.net/web
- Steam guides section (tagged workshop)
- MODDB tutorials: <http://www.moddb.com/games/starpoint-gemini-warlords/tutorials>

And you can also contact us directly via modding@starpointgemini.com. We'll be more than happy to provide any assistance we can.

TECHNICAL SUPPORT

Warlords, in its current state, can be really unstable, and a number of unpredictable things can happen. Please do keep this in mind. If you want to give us a helping hand, we'd be very happy to receive your game logs from your playing sessions. These can provide a wealth of useful info on what happened in the game while you were playing, especially if something went wrong. This is NOT mandatory, of course. You can just as easily simply ignore our humble request.

The best place to look for answers or provide feedback is the Steam discussion board and our own forum. You can easily access both via the *Game Launcher*. Look for the link in the Support portion of it. The Support panel allows you something else too. If you don't want the hassle of using your standard mailing software to attach the game log, you can use the one in the Game Launcher... yep.. it's in the Support portion. The little checkbox on the bottom of it says if you want the launcher to attach the log or not.

There's one more place you might want to visit in case you're interested in more info on the game, on the team behind it and on the modding portion of it. That's our dev-blog www.lgmgames.net

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